

HAYAA Basketball By-laws

(Revised 7-28-2009)

Article I Organization

The name of this organization is HAYAA (Hartland Area Youth Athletic Association) Basketball. This organization exists as a division of HAYAA, and along with the other divisions (Baseball/Softball, Cheer/Pom, Football, and Golf) is subject to the terms and conditions of the by-laws of the HAYAA Executive Board.

Article II Objective

HAYAA basketball is an entirely volunteer organization with the goal of providing a recreational/instructional basketball league for boys and girls aged 8-14 years from the Hartland, Michigan area.

Article III Eligibility

All children living in the Hartland School District are eligible to participate. Exceptions require Basketball board approval. Physically challenged children are eligible for participation in compliance with the American Disabilities Act.

Article IV Basketball Operating Board Structure

A. Structure:

The operating board consists of seven voting members: Commissioner, Assistant Commissioner - Boys, Assistant Commissioner - Girls, Assistant Commissioner – Girls Travel, Assistant Commissioner – Boys Travel, Secretary, and Treasurer.

B. Overall duties:

- Establish operating by-laws for basketball
- Establish rules and regulations
- Establish an annual operating budget
- Set registration fees and dates
- Obtain equipment and uniforms
- Make all coaching decisions
- Make all operating decisions regarding their sport
- Make all purchases within their budget
- Manage all fund-raisers and solicit all sponsors
- Conduct board meetings as needed
- Organize all sporting events
- Appoint non-voting positions as needed

C. Duties of voting members

Commissioner

- Shall chair meetings
- Shall enforce rules and by-laws
- Shall settle disputes concerning issues governed by rules or by-laws
- Shall have the right to fill a vacated board position
- Shall attend HAYAA Executive Board meetings or find suitable replacement.

Assistant commissioners

- Shall aid the commissioner in the performance of his/her duties
- Shall chair the meetings in the commissioner's absence.
- Shall serve as liaison for coaches within their respective divisions
- Shall aid in the scheduling of practices and games

Secretary

- Shall take minutes of all basketball board meetings
- Shall keep records of registration, team assignments, and game score sheets
- Shall maintain and update by-laws and rules
- Shall prepare and distribute all information and announcements
- Shall update the website through coordination with the webmaster

Treasurer

- Shall prepare a budget to present to the Executive Board
- Shall keep an accurate record of all revenues and expenses
- Shall deposit revenues and disburse funds as needed

D. Duties of non-voting members

Equipment manager

- Shall keep an inventory of usable equipment
- Shall inform board of equipment needs
- Shall distribute equipment to coaches prior to the start of practice
- Shall recover equipment from coaches at the end of the season
- Shall secure storage facilities

Scheduling coordinator (*now handled through Community Ed*)

- Shall establish a fair and equitable practice schedule for all teams
- Shall establish game schedules
- Shall reserve gym space to meet practice and game obligations
- Shall provide scheduling information to coaches
- Shall serve as liaison to coaches on matters of scheduling

Referee coordinator

- Shall schedule referees for all games
- Shall pay referees after each game

E. Elections:

Elections for officers shall take place after the last event in each particular sport. Notice of the election and posting of positions will take place three weeks prior to the last event. Ballots will be circulated and counted by an Election Committee as designated by the Executive Board. The term of office is April 1 through March 31.

F. Removal from office

The removal of a board member requires the following steps:

1. The charges for removal of a board member must be made in writing.
2. A copy of the complaint must be distributed to all Board Members.
3. An investigation will be conducted to determine whether there is sufficient reason for dismissal.

Article V Operational Guidelines

Submit schedule of events to Community Life in July for Back-to-school issue

Send out information sheet to all schools in early September

Hold registration open from June 1st through the middle of September

Hold tryouts/evaluations in early October

Select teams in mid/late October

Begin practices in early November

Begin games in December

Finish in the beginning of March

Article VI Selection Process for Travel Coaches

1. All interested coaches must submit their name, resume and coaching plan within the advertised time period, to a member of the HAYAA Basketball Board to be considered for a coaching position.
2. The Board will review and discuss all candidates and make a decision. Decision voted on and approved by the board are final.

Article VII Use of Proceeds from Travel Team Tournaments

1. 50% of the NET proceeds from Travel Team Tournaments will be returned to the participating coaches. These funds can be used for additional tournaments, team functions or returned back to the parents.
2. The remaining 50% will be used for community service projects, at the Boards discretion. Community Ed will be asked to provide a list of projects. The Board, by majority vote, will decide how the available funds will be spent. If there are no NEEDY projects, the Board can defer the use of the funds for a later date.

Article VIII Team selection and player eligibility

1. Coaches must hold fair and open tryouts on the dates and place published by the board for all children that meet residence requirements.
2. Players must play on the travel team that is formed for their current grade. Exceptions can be made if there not enough players to form a team for any of the grades currently represented in the travel program. In this case younger players can tryout for the team not more than 1 grade higher and can not be considered for a younger team.

RULES of PLAY

See APPENDIX A

APPENDIX A

HAYAA BASKETBALL RULES OF PLAY (REVISED 7-28-2009)

Pre-game

- Players should arrive at least 15 minutes before their scheduled game time.
- The “home” team sits on the “home” side of the scoreboard and “visitor” team sits on the “visitor” side of the scoreboard. The “visitor” team number will be listed first on the schedule followed by the “home” team number. The “visitor” team will wear the GOLD jersey, and the “home” team will wear the BLUE jersey.
- Teams warm up at the goal opposite their seats.
- Coaches should designate an adult scorekeeper/timekeeper for his or her team, and have them seated at the scorer’s table.
- Coaches MUST fill in their official score sheet (see “playing time”) and turn it in to the scorers table. The team line-up must be set prior to beginning the game.

Post- game

- Shake hands with opposing team
- Turn in score sheet to official’s table
- JV and Varsity teams – in the event the game ends in a tie score, the game will be decided by a 10 free throw Tie Breaker. Each team member will attempt one free throw each. A total of ten free throws will be attempted per team. When a player makes a shot, he or she is not eligible for further attempts. If fewer than ten players are present, those players who have missed their shots will be eligible for additional free throw attempts until a total of ten shots have been taken. The team making the most free throws will be declared the winner. If this Tie Breaker ends in a tie, an additional 5 free throws will be attempted. This will be continued until there is a winner.

Game duration

- Each game consists of eight (8) periods lasting five (5) minutes each. The Board may revise this structure by level and by division as needed.
- There will be a one-minute break between periods.
- There will be a five-minute break at half-time (between periods 4 and 5).
- The clock will run continuously, except under the following conditions:
 - Referee’s or coach’s time-out (see below)
 - Injury (restart clock at referee’s signal)
 - Player foul-out
 - Free-throws (see additional instructions under “Free-throws”)

Playing time

- All team members must play an equal number of periods during each game.
- Score sheets with playing time for each player will be filled out before the start of the game
- Each team member must play at least two periods per half, unless he or she is injured (unless there are more than 10 players on the team).
- No player can play three periods in a half unless all the other players have played two.
- No player can play four periods in a half unless all the other players have played three.
- If an injured or fouled-out player is removed from the game, it will be considered that he or she played a complete period.
- The player replacing an injured or fouled-out team mate will be recorded as having played a full period. (prevents coaches from intentionally fouling out players).
- Substitutions can only be made during the breaks between periods or at halftime.
- When a player has missed two or more games or practices, a coach may take disciplinary action against a player by restricting game time, but only following a review of the situation by the basketball assistant commissioner, the player, and parent (if necessary). The coach must make note of his or her intentions on the score sheet, and advise the referee and opposing coach before the game begins.
- When a team is leading by more than 15 points, the coaches of the winning team are encouraged to have their players demonstrate good sportsmanship and conduct themselves in a manner consistent with a recreational league. Suggested approaches are to employ a man-to-man defense instead of a zone, pick up the ball at the arc, not at half court, involve all players in the offensive plan, change the positions of the players (have your forwards play guard etc.), or run a new play. The intent here is to make the game fun for all players on the floor.

Number of players on team

5

6

7

8

9

10

11

12

Periods of play

5 players play 8 periods

4 players play 7 periods, 2 players play 6 periods

5 players play 6 periods, 2 players play 5 periods

8 players play 5 periods

4 players play 5 periods, 5 players play 4 periods

10 players play 4 periods

7 players play 4 periods, 4 players play 3 periods

4 players play 4 periods, 8 players play 3 periods

Conduct

No player may argue with the referee. The team coach will handle any questions or discussions with the referee. **Discussions and disagreements with the referees will be handled in a sportsmanlike manner; coaches will avoid shouting at the referees, as well as opposing players and coaches.**

Unsportsmanlike conduct by players, coaches, or parents, including profanity, taunting and abusive play or actions will not be tolerated. Spectators will not address the referees, or opposing players or coaches at any time. The first instance will result in a warning, an automatic two points for the opposing team, and loss of possession of the ball. The second offense will result in an automatic ejection from the game, two points for the opposing team, and loss of possession of the ball. Further occurrences by a team or a player or coach will result in disciplinary action imposed by the board as the board sees fit up to and including ejection for the rest of the season or life time band from participating in HAYAA basketball.

Rules

All games will be played according to Michigan High School Athletic Association rules with the exceptions and accommodations contained within these rules.

Games must start with at least five players per team. If a player is injured or disqualified, and there are no eligible players remaining on the bench, the team must complete play with the remaining (less than five) eligible players.

Balls

- Freshman, JV, and Varsity Girls use a junior basketball (28.5 in. circumference)
- Varsity Boys use a regulation-size ball (29.5 in. circumference)

Defense

- Freshman teams will primarily use a man-to-man defense. No trapping at half court and no zone defenses. All defensive must maintain proximity to their assigned offensive payer. The intent here is to teach man-to-man defensive skills; not zone and trapping defenses. Double teaming is only allowed inside the lane.
- Any type of defense may be played in the JV and Varsity divisions.
- Varsity teams may employ a full-court press at any time
- JV teams may employ a full-court press as long as their lead is less than 10 points
- Freshman teams may NOT use a full-court press.
- **When a team obtains a defensive rebound the opposing team must fall back to the half court line before playing defense. No defense will be played in the backcourt at the Freshmen level.**

Offense

- Three-point line is in effect when an approved line exists

Free throws

- Freshmen shoot from the point of the circle closest to basket
- JV players shoot from the 12-foot mark
- Varsity players shoot from the regulation 15-foot mark
- Players are allowed 10 seconds to shoot after being handed the ball by the referee
- The clock stops on a shooting foul and remains off until the final foul shot hits the rim.

Lane violations

- Freshman players are allowed 5 seconds in the key
- Varsity and JV players are allowed 3 seconds in the key

Other time limitations

- Taking the ball in from out of bounds – 5 seconds
- Getting the ball across the half-court line – 10 seconds
- Holding the ball while guarded – 5 seconds before passing or dribbling

Time-outs

- Each team will be allowed two one-minute time-outs per half. Unused time-outs do not carry over to the next half. A player on the court or a coach may call for a time out.

Coaches on Sidelines

- During the game, only ONE coach is to be standing at a time (where appropriate seating is provided)